FIG.1
CONVENTIONAL ART

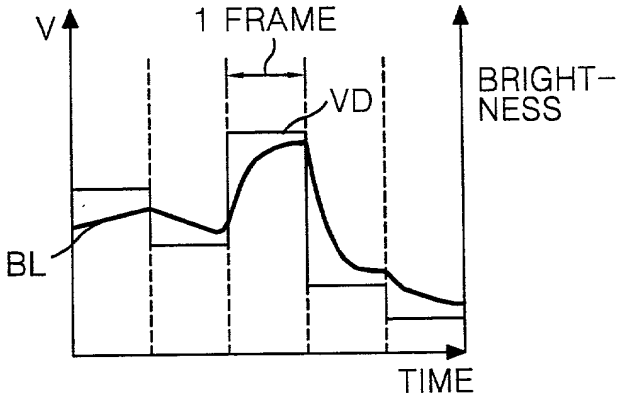


FIG.2
CONVENTIONAL ART

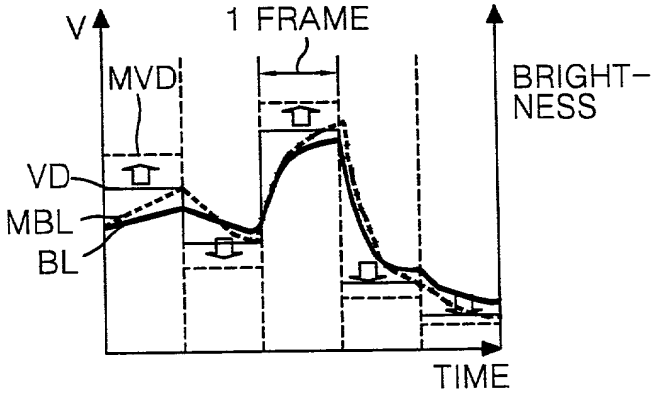


FIG.3
CONVENTIONAL ART

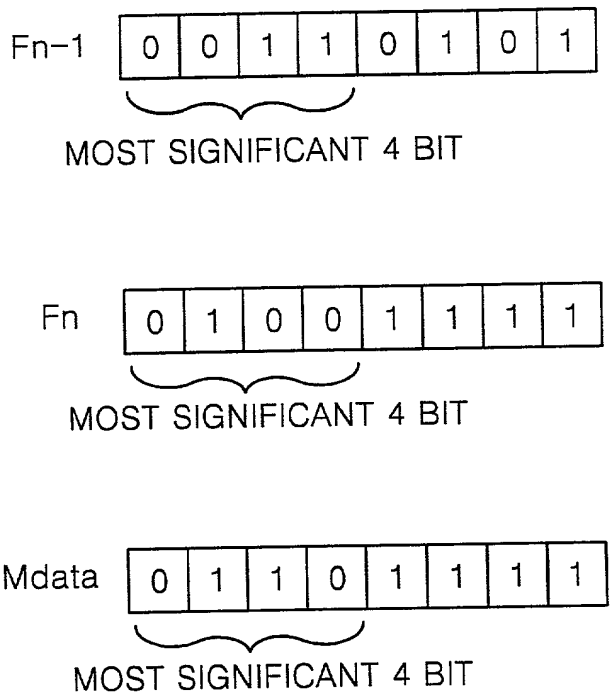


FIG.4
CONVENTIONAL ART

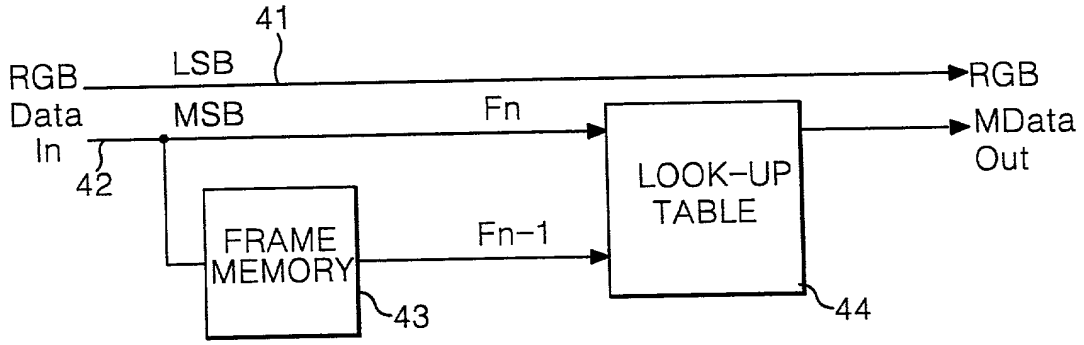


FIG.5

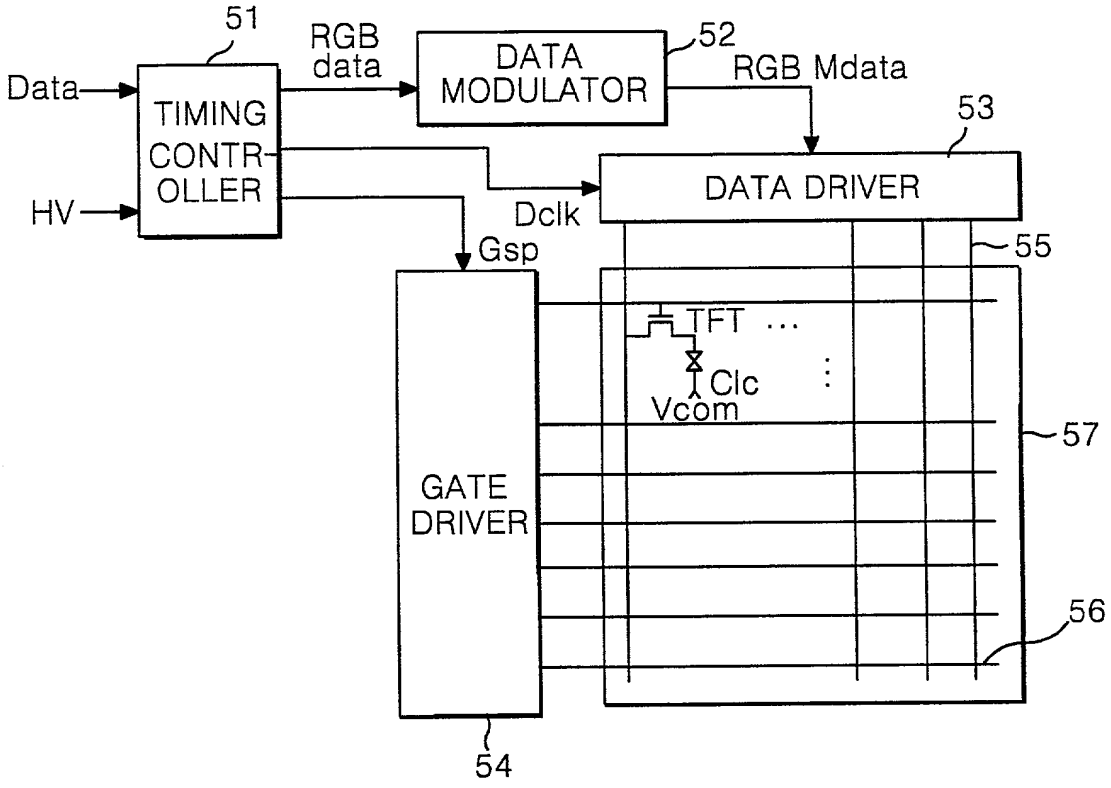

51
RGB
data
52
Data
TIMING
CONTR-
OLLER
DATA
MODULATOR
RGB Mdata
53
HV
Dclk
DATA DRIVER
Gsp
55
TFT ...
Clc
Vcom
57
GATE
DRIVER
56
54

FIG.6

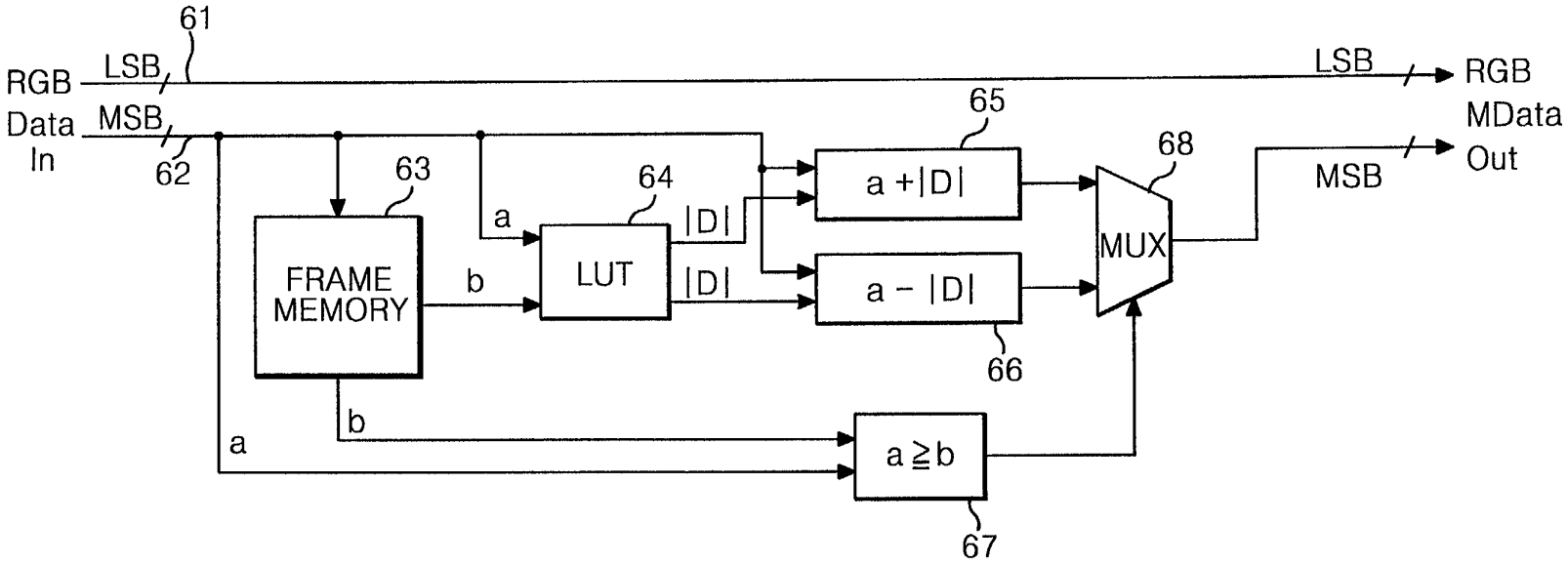

61
RGB Data In
LSB
MSB
62
LSB
RGB MData Out
MSB
63
FRAME MEMORY
a
b
64
LUT
|D|
|D|
65
a +|D|
a − |D|
66
68
MUX
a
b
a≧b
67

FIG. 7

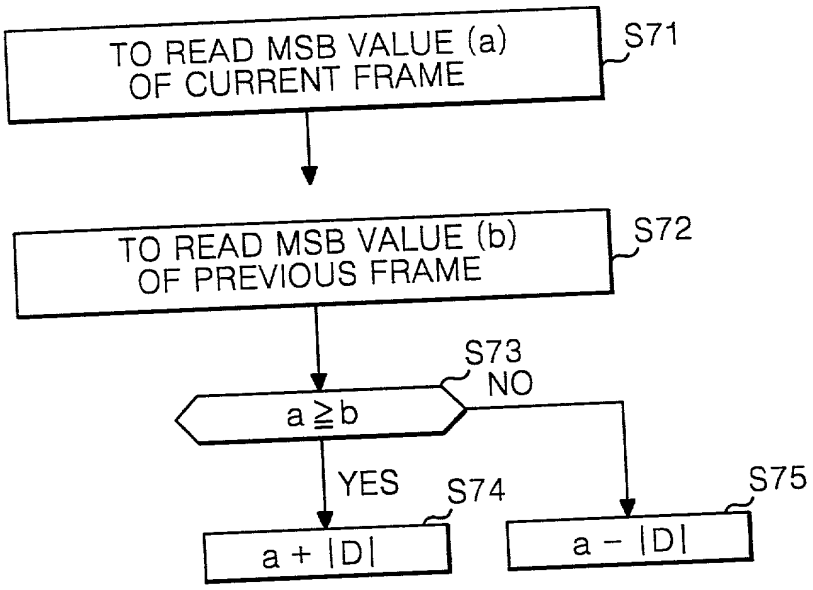

TO READ MSB VALUE (a) OF CURRENT FRAME
S71
TO READ MSB VALUE (b) OF PREVIOUS FRAME
S72
S73
NO
a ≧ b
YES
S74
a + |D|
S75
a − |D|

FIG.8

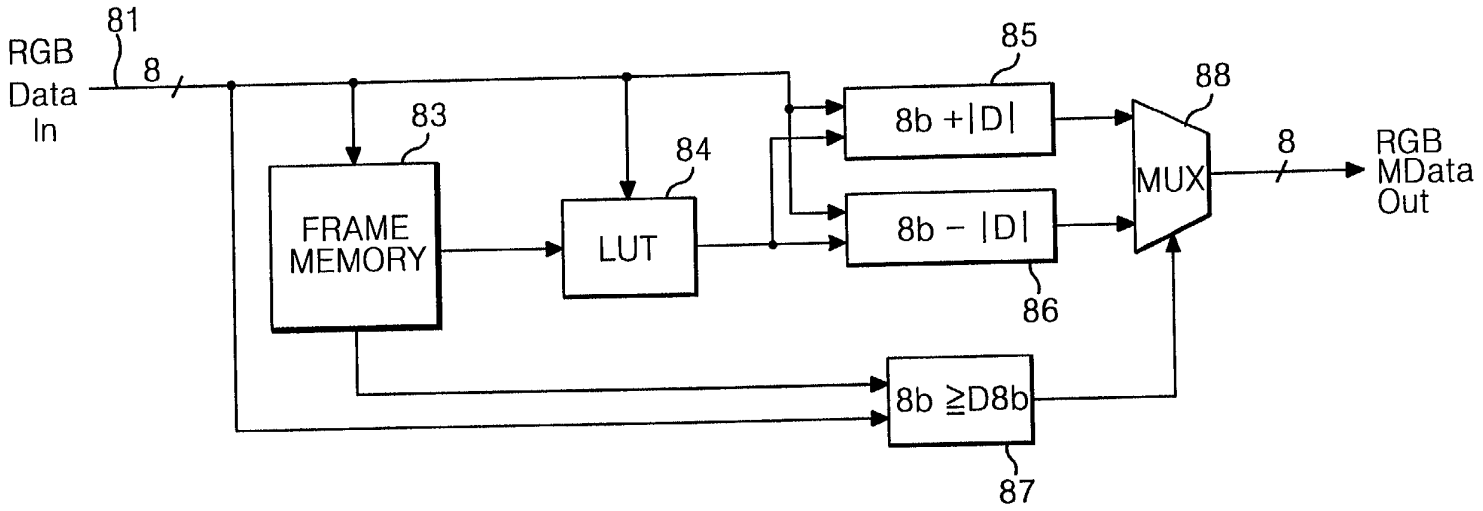

RGB
Data
In
81
8
83
FRAME
MEMORY
84
LUT
85
8b +|D|
8b - |D|
86
88
MUX
8
RGB
MData
Out
8b ≧D8b
87

FIG.9

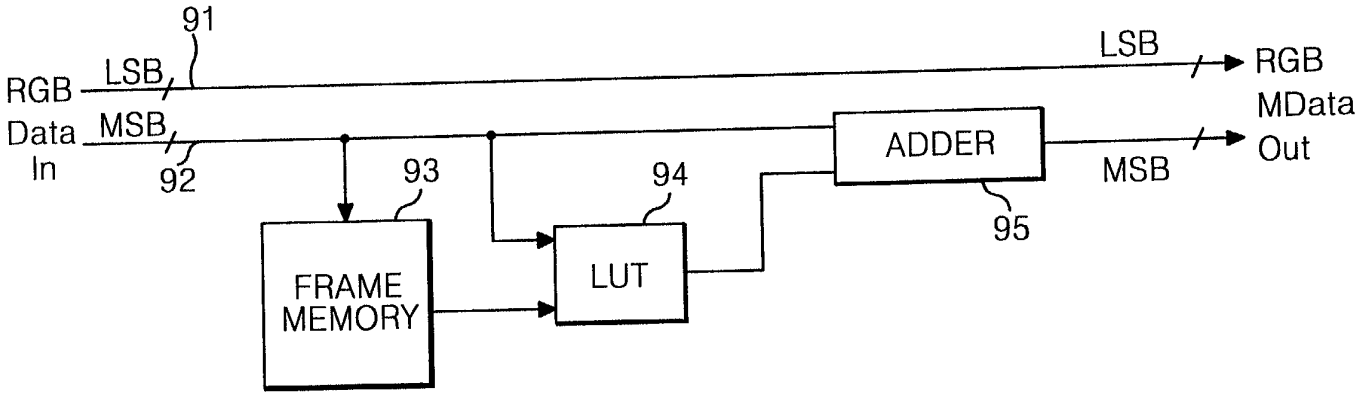
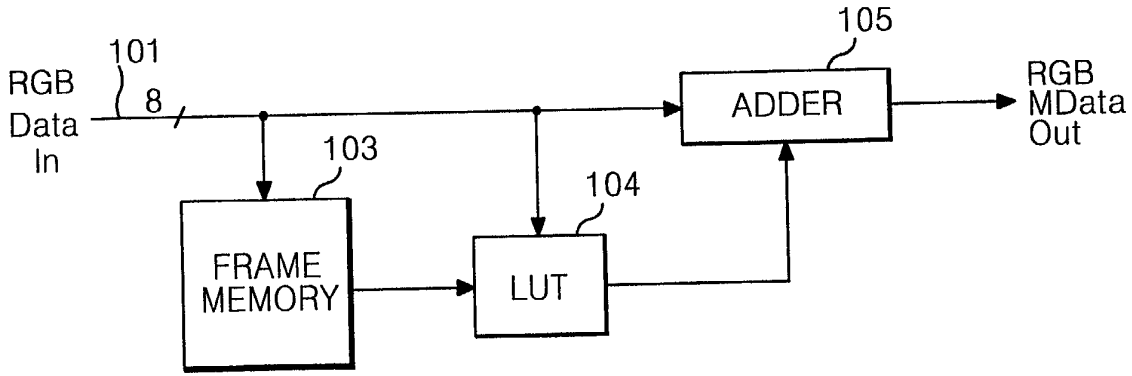

91
RGB Data In
LSB
MSB
92
93
94
95
FRAME MEMORY
LUT
ADDER
LSB
MSB
RGB MData Out

FIG.10


101
8
RGB Data In
103
104
105
FRAME MEMORY
LUT
ADDER
RGB MData Out